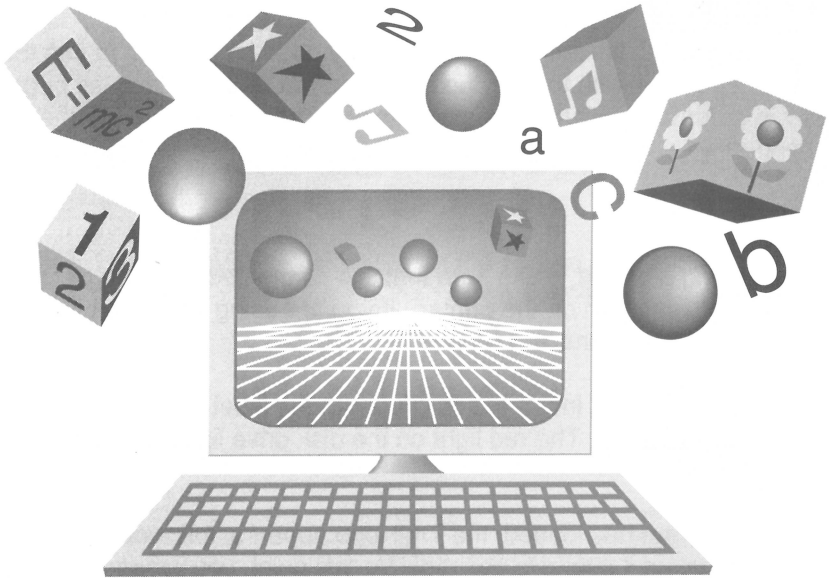
Troll MICRO

COURSEWARE
USER'S GUIDE

IT'S ABOUT TIME
Clocks & Calendars



Troll Micro-Software

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Micro User's Guide

System Requirements

1. Apple IIGS, IIc, IIe, II+, or II (with Applesoft and at least 48K of RAM), or Macintosh LC (with Apple IIe Card).
2. One disk drive.
3. A TV set or video monitor (color is recommended).
4. An Apple mouse or joystick is optional.
5. A graphics-capable dot matrix printer is optional.

Overview

IT'S ABOUT TIME: Clocks & Calendars is an interactive program designed to help students learn about hours and minutes, A.M. and P.M., analog (standard) and digital clocks, and calendars. Activities include learning to set both the hour hand and the minute hand for times on the hour; moving the hands on a clock to set times on the hour, half hour, and quarter hour; identifying common daily events as occurring either in the A.M. or the P.M., and creating and printing monthly calendars for any year with holidays or other special dates marked.

Some students with limited reading skills may need help at first to use the program. You may wish to introduce the program as a whole-class or group activity in order to familiarize the students with the activities before they work independently.

Getting Started

If you are using a printer, make sure that it is connected properly, set the paper in place, and turn on the printer. If you are using a mouse or joystick, make sure that it is connected properly.

Insert the program disk into the disk drive with the label facing up. Turn on the monitor and computer. The red light on the disk drive lights up as the program loads.

When the program has loaded, the Troll logo appears, followed by the title, and you are asked if sound is desired. (At this point, you are reminded that **Calendar Fun** has a print option.)

IMPORTANT: In order to properly print a calendar, the program needs to know the type of computer, printer, and interface you are using. Based on the type of computer used, the program makes certain assumptions about the other equipment. If you are using one of the following combinations, (or a compatible printer or interface), the program will print.

COMPUTER	PRINTER	INTERFACE
IIc, IIc+, IIGS	ImageWriter II	Printer Port
II, II+, IIe	ImageWriter II	Apple Super Serial Card in slot 1
II, II+, IIe	Epson FX-80	Apple Parallel Card in slot 1
Macintosh LC	ImageWriter II	Printer Port

The first time you use the program, you may wish to go through the program and print a calendar to see if the "default" settings above work for your equipment. If they do not and you cannot print, then you will need to use Teacher Options (see the **Teacher Options for Printing** section below) to change a few settings. (NOTE: If you do not have a printer, or if you do not want your students to print, you need to use Teacher Options to turn off printing.) You will only need to do this once for a particular computer and printer, since the program can save this information. (The program only saves the printer settings. Calendars cannot be saved.)

WARNING! If the printer settings are not set properly and students try to print, the program may "freeze." If this happens, reload the program and change the printer settings.

After the sound inquiry, the Game Menu appears.

1. **Once Upon a Time**
2. **You're On Time**
3. **Calendar Fun**

The student types a number to select an activity, or presses **C** to see the credit screen or **Q** to quit the program.

When Micro Mouse waves at the bottom of the screen, the student should finish reading any text on the screen, then press **space**.

Special Keys

	H	**Display Help screen**
CONTROL	X	**Return to Game Menu**
CONTROL	O	**Turn sound On or Off**

The Activities

ONCE UPON A TIME

Students are introduced to the analog (standard) clock face and the hour and minute hands. They learn where to place the hands on the clock for "on the hour" times, such as 3 o'clock, and see the time displayed digitally as well.

First, the student presses **Y** if he or she knows how to play the game or **N** if a tutorial is desired. The tutorial introduces the hour and minute hands, and shows how their position is determined by the time.

An "on the hour" time, such as 6 o'clock, is shown in words and in digital notation. The student then sets the minute hand with the arrow keys, then presses **return**. If the student's response is incorrect, the correct answer is shown. The student sets the hour hand with the arrow keys and presses **return**. If the student's response is incorrect, the correct answer is shown. There are five times to set in each round.

YOU'RE ON TIME

Students are introduced to the concepts of A.M. and P.M., and use an analog clock to set times on the hour, half-hour, and quarter-hour.

First, the student presses **Y** if he or she knows how to play the game or **N** if a tutorial is desired. The tutorial introduces the concepts of A.M. and P.M. Next, the student presses **1** for an easy game (chronological order) or **2** for a hard game (random order).

An event is described, such as Micro Mouse waking up, and the time that the event occurred is displayed digitally. The student presses **A** if the time of the event is A.M., or **P** if it is P.M. The student may press **?** for a hint that explains that A.M. is between midnight to noon, while P.M. is between noon to midnight. If the student's response is incorrect, the correct answer is shown. Next, the student sets the hands of the clock to the displayed time. The student uses the arrow keys to set the hands, then presses **return**. If the student's response is incorrect, the correct answer is shown.

After five exercises, the student may press **Y** to play again, or **N** to return to the menu.

CALENDAR FUN

Students are introduced to a monthly calendar. They can select any month of any year after 1600 AD, add pictures to mark important dates, and print their calendars.

Icons representing four options appear across the bottom of the screen:

Choose a year	Choose a month	Mark a date	Print month

To select an option, the student uses the arrow keys to highlight the desired option, then presses **return**. NOTE: When **Printer available** is set to **NO** (see the **Teacher Options for Printing** section below), the **Print month** option is replaced by an option that allows the student to exit the program.

When **Choose a year** is selected, the student is asked to type the year desired. The student may use **delete** or the left arrow key to back up. When the desired year is displayed, the student presses **return** to complete the entry.

When **Choose a month** is selected, the student uses the arrow keys to display the desired month, then presses **return**. The calendar is filled in with the correct days of the week, based on the month and year chosen.

When **Mark a date** is selected, the student uses the arrow keys to scroll through a series of date markers until the desired date marker is highlighted, then presses **return**. Markers include pictures for holidays, as well as sports events, birthdays, and other occasions. Next, the student uses the arrow keys to choose a date on the calendar, and presses **return**. The marker appears on that date.

When **Print month** is selected, the student uses the arrow keys to highlight the desired type of calendar page to print, then presses **return**. The student may choose whether numbers appear on unmarked dates, and whether the calendar page prints black-on-white or white-on-black. The chosen month is printed. The student may draw, color, or write additional information on the calendar.

TEACHER OPTIONS FOR PRINTING

If you wish to change the options related to printing, enter Teacher Options by pressing **control T** whenever the sound inquiry, the Game Menu, or the main menu in **Calendar Fun** is displayed .

An introductory screen explains the purpose of Teacher Options. Then the current settings are displayed.

Printer available: YES
Printer: APPLE IMAGEWRITER II
Interface: APPLE SUPER SERIAL
Slot: 1
Save settings to disk: YES

The first time you enter Teacher Options, the current settings are default settings, which are determined by the program based on the computer you are using. The default settings you see may be different from the ones above, depending on your computer.

To change a setting, use the arrow keys to highlight the setting you want to change, then press **return**. If there are two possible settings, pressing **return** will switch back and forth between them. If there are more than two possible settings, a list of the possible settings is displayed. Use the arrow keys to highlight the setting you want, then press **return**.

Printer available This should be set to **YES** if you have a printer and want your students to be able to print their creations. If you do not have a printer, or you do not want your students to print, set it to **NO**.

Printer This should be set to your printer. If your printer does not appear in the list of printers, it may still be possible to print. Many printers act like other, more popular printers. This is called emulation. Check your printer's manual to see if it can emulate one of the printers on the list.

Interface This should be set to your interface. Your interface may be a card installed in a slot in your computer, or it may be a port built-in to your computer. For example, the Apple IIc has a built-in serial port which acts as a printer interface. If you are not sure, try the default interface setting.

Slot This should be set to your printer's slot. If your interface is a card, use the number of the card's slot. If your interface is a built-in port, the slot depends on the port you use. See your computer's manual for more details. If you are not sure, try the most common setting, slot 1.

Save settings to disk This lets the program 'remember' your settings by saving them onto the program disk. Set it to **YES** if you want the settings saved, **NO** otherwise.

If you make a mistake and want to cancel all changes (returning all the options to their settings when you entered Teacher Options), press **esc**.

When everything is set as desired, press **space**. The settings are saved to the program disk (if you chose to do so), and the program continues from the point that you entered Teacher Options.

If the program does not print properly, and you are sure the settings are correct, try turning the computer and printer off and then on again.

Troll Associates provides a lifetime guarantee on Troll micro-software disks as long as the product is in production. If any single-user program fails to load or run, simply return it to us for a free replacement.

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